

[7/23/2011 1:36:03 PM] Tom V: Well, Yes!

Its been 13 years since Ocarina of Time was originally released, and one of the big things that we made this remake possible was that there was an outpour of emotions from people who said they would like to see this game done. We said we could do it in 3D, so we did. I think certainly if there was a similar output of emotion and clamor from fans for a remake of Majora's Mask, it wouldn't be an utter impossibility.

[7/23/2011 1:36:24 PM] Nathaniel Rumphol-Janc: lol

[7/23/2011 1:36:28 PM] Lex: that's what I expected him to say

[7/23/2011 1:36:28 PM] Lex: haha

[7/23/2011 1:36:35 PM] Nathaniel Rumphol-Janc: aka "sure, it's going to happen eventually"

[7/23/2011 1:36:40 PM] Lex: no we just need to bitch

[7/23/2011 1:36:42 PM] Lex: now*

[7/23/2011 1:37:08 PM] Nathaniel Rumphol-Janc: OoT sold too well for them to not at least consider doing MM eventually

[7/23/2011 1:37:13 PM] Nathaniel Rumphol-Janc: even if they do a new 3DS exclusive zelda first

[7/23/2011 1:38:06 PM] Tom V: home stretch

[7/23/2011 1:44:05 PM] Tom V: done, spell checking and making sure i didn;t miss anything

[7/23/2011 1:44:20 PM] Lex: don't worry too much about spelling

[7/23/2011 1:44:22 PM] Lex: can always edit later

[7/23/2011 1:44:48 PM] Lex: our fans kind of get that we're about breaking news, not being perfect

[7/23/2011 1:46:24 PM] Tom V: okay

[7/23/2011 1:46:38 PM] *** Tom V sent SSinterviewpart2 ***

[7/23/2011 1:46:48 PM] Tom V: im sending it to everyone in the cat

[7/23/2011 1:46:49 PM] Tom V: but there it is

[7/23/2011 1:46:53 PM] Lex: hm

[7/23/2011 1:46:55 PM] Tom V: lemme know when you get it

[7/23/2011 1:46:56 PM] Lex: try it again?

[7/23/2011 1:47:00 PM] Lex: I can't access it

[7/23/2011 1:47:08 PM] Lex: "the file isn't available"

[7/23/2011 1:47:10 PM] Tom V: lets just make this easier

[7/23/2011 1:47:37 PM] Lex: want my email?

[7/23/2011 1:47:40 PM] Lex: alex@zeldainformer.com

[7/23/2011 1:48:15 PM] Tom V: <https://public.me.com/caffeinatedninja>

[7/23/2011 1:48:21 PM] Lex: that'll work

[7/23/2011 1:48:22 PM] Tom V: download the file SS interview part 2

[7/23/2011 1:48:27 PM] Nathaniel Rumphol-Janc: issue seems to be that the file doesn't actually have a filename attached to it

[7/23/2011 1:48:32 PM] Nathaniel Rumphol-Janc: HOWEVER

[7/23/2011 1:48:38 PM] Nathaniel Rumphol-Janc: I right clicked and opened it in microsoft works

[7/23/2011 1:48:40 PM] Nathaniel Rumphol-Janc: and it worked

[7/23/2011 1:48:55 PM] Tom V: <~ mac

[7/23/2011 1:48:57 PM] Tom V: used compatibility mode

[7/23/2011 1:48:59 PM] Nathaniel Rumphol-Janc: Yup

[7/23/2011 1:49:00 PM] Tom V: you get it lex?

[7/23/2011 1:49:00 PM] Nathaniel Rumphol-Janc: Figured

[7/23/2011 1:49:03 PM] Nathaniel Rumphol-Janc: Wow

[7/23/2011 1:49:04 PM] Lex: we'll see

[7/23/2011 1:49:04 PM] Nathaniel Rumphol-Janc: So

[7/23/2011 1:49:10 PM] Nathaniel Rumphol-Janc: Aunoma is claiming

[7/23/2011 1:49:18 PM] Nathaniel Rumphol-Janc: SS is the longest and deepest Zelda experience every created

[7/23/2011 1:49:49 PM] Lex: we'll find out if it worked in a sec

[7/23/2011 1:49:54 PM] Nathaniel Rumphol-Janc: Oka

[7/23/2011 1:50:07 PM] Nathaniel Rumphol-Janc: So Eiji wants to do a movie in a ideal world where he has unlimited resources

[7/23/2011 1:51:46 PM] Nathaniel Rumphol-Janc: Eiji likes the concept of the functionality of the Wii U controller in the Zelda tech demo

[7/23/2011 1:52:01 PM] Nathaniel Rumphol-Janc: Likely to be part of how such a controller will work in the next console zelda

[7/23/2011 1:52:06 PM] Tom V: any luck lex?

[7/23/2011 1:52:20 PM] Tom V: I should also probably clear out my iDisk XD

[7/23/2011 1:52:30 PM] Nathaniel Rumphol-Janc: So essentially from this we get

[7/23/2011 1:53:05 PM] Nathaniel Rumphol-Janc: Wii U Tech Demo Controls are enticing for an actual Zelda game. Thinks Majora's Mask would actually be a superior product for those who disliked the time function on the 3DS.

[7/23/2011 1:53:32 PM] Nathaniel Rumphol-Janc: He fantasizes often about making a Zelda movie

[7/23/2011 1:53:51 PM] Tom V: oh no, i broke his computer XD

[7/23/2011 1:54:04 PM] Tom V: we should start a remake majora's mask fan page on facebook

[7/23/2011 1:54:09 PM] Tom V: or something

[7/23/2011 1:54:17 PM] Tom V: but like, ZI leading the charge

[7/23/2011 1:54:19 PM] Nathaniel Rumphol-Janc: And he reaffirms that he and miyamoto have not even played through Skyward Sword once yet, because it is so huge and so deep, with so much stuff to do, they haven't actually been able to sit down and play a full playthrough. Same as was repeated at E3

[7/23/2011 1:54:20 PM] Nathaniel Rumphol-Janc: but

[7/23/2011 1:54:25 PM] Nathaniel Rumphol-Janc: Still gets you every time you read it

[7/23/2011 1:55:19 PM] Nathaniel Rumphol-Janc: Interesting how he talks about the structures

[7/23/2011 1:55:35 PM] Nathaniel Rumphol-Janc: and how they evolve and add tremendous volume to the experience

[7/23/2011 1:56:35 PM] Nathaniel Rumphol-Janc: LEX YOU THERE

[7/23/2011 1:56:37 PM] Nathaniel Rumphol-Janc: Just want to make sure you have this

[7/23/2011 1:56:46 PM] Nathaniel Rumphol-Janc: so we can break it to the world, or if I need to edit your post

[7/23/2011 1:57:04 PM] Lex: published

[7/23/2011 1:57:13 PM] Nathaniel Rumphol-Janc: Seriously

[7/23/2011 1:57:18 PM] Nathaniel Rumphol-Janc: Spread this shit

[7/23/2011 1:57:19 PM] Nathaniel Rumphol-Janc: Right now

[7/23/2011 1:57:24 PM] Lex: doing email subs

[7/23/2011 1:57:28 PM] Lex: will hit a bunch of forums

[7/23/2011 1:57:34 PM] Nathaniel Rumphol-Janc: I'll get N4G

[7/23/2011 1:58:19 PM] Tom V: yer welcome =p

[7/23/2011 2:02:31 PM] Nathaniel Rumphol-Janc: Be sure to ship it to ZD and ZU as well

[7/23/2011 2:02:33 PM] Nathaniel Rumphol-Janc: see if we can get them to source us

[7/23/2011 2:02:43 PM] Lex: doing it =)

[7/23/2011 2:02:55 PM] Lex: do they have some kind of email tip system?

[7/23/2011 2:03:06 PM] Lex: if not I can post as a news tip in ZU staff boards

[7/23/2011 2:03:25 PM] Nathaniel Rumphol-Janc: <http://www.zeldadungeon.net/contact-us/>

[7/23/2011 2:04:05 PM] Nathaniel Rumphol-Janc: <http://www.zeldauniverse.net/submit-news/>

[7/23/2011 2:04:43 PM] Lex: done

[7/23/2011 2:10:10 PM] Lex: I expect a lot of complaints about how MM3D isn't at all confirmed
[7/23/2011 2:10:17 PM] Lex: even though I made it perfectly clear it wasn't
[7/23/2011 2:10:18 PM] Lex: in the preview
[7/23/2011 2:10:19 PM] Lex: haha
[7/23/2011 2:11:40 PM] Tom V: win
[7/23/2011 2:12:27 PM] Lex: lawl
[7/23/2011 2:12:30 PM] Lex: we should start a movement
[7/23/2011 2:12:31 PM] Lex: Operation Moonfall